

Appendix A

```
package analysis;

5
import acme.*;
import java.util.*;
import java.io.*;
import java.awt.*;
10 import java.awt.event.*;
import javax.swing.*;

////////////////////////////////////
public class Analysis {
15
    // Temp for standalone analysis project. rundatastream.java
    public final static short TEMP = 7, OPTICS = 1 * 1024;

    public final static int NORMAL = 0, RAW = 1, DERIV1 = 2, DERIV2 = 3,
20     DERIV1RAW = 4, DERIV2RAW = 5, MELT_OPTICS = 6,
    MELT_TEMPERATURE = 7, MELT_DERIV1 = 8;

    public final static int MAX_CYCLES = 100;
    public final static int MAX_DYES = 4;
    public final static int MAX_SITES = 96;

25
    // Results
    public final static int PASS = 0;
    public final static int FAIL = 1;
    public final static int NO_RESULT = 2;    // eg, passive dye
30 public final static int ND = 3;           // Not Determined, IC invalid

    // Dye Types
    public final static int UNUSED = 0;
    public final static int ASSAY = 1;
35 public final static int INTERNAL_CONTROL = 2;
    public final static int QIC = 3;
    public final static int PASSIVE = 4;    // Historical but needed
    public final static int UNKNOWN = 5;    // Qual. Find conc. for this dye
    public final static int STANDARD = 6;    // Qual. Dye with known conc.

40
    // Site Designation
    public final static int SITE_UNKNOWN = 0;
    public final static int SITE_STANDARD = 1;

45
    // Data to use
    public final static int PRIMARY = 0;
```

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public final static int D2 = 1;          // 2nd Derivative

// Analysis Type
public final static int QUALITATIVE = 0;
5 public final static int QUANTITATIVE = 1;

// Threshold mode
public final static int AUTO_THRESH = 0;
public final static int MAN_THRESH = 1;
10

public static boolean annotate = false;

// Setup, results...
Site site[];
15

private int analysisType;

// Num Sites
private int numSites;
20

// One per dye, site independent
// Primary: 0; 2D: 1
int dataType[] = new int[MAX_DYES];

25 // Following used for the standards curve, prakash 1/25/00
double dyeSlope[] = new double[MAX_DYES]; // m: mx+b
double dyeOffset[] = new double[MAX_DYES]; // b: mx+b
double linCC[] = new double[MAX_DYES];

30 // standardsLine[0-3][2]
// Each point is defined by (cycle, logb10(concentration))
public StdElement standardsLine[][] = new StdElement[MAX_DYES][2];
public static int stdChannel = 0;

35 // IC used: T, IC not used:F
private boolean useIC;
private int icDye;

// QIC used: T, QIC not used:F
40 private boolean useQIC;
private int qicDye;

// Threshold Mode (1 per dye)
private int threshMode[] = new int[MAX_DYES];
45

// Valid Cycle Number Range for all dyes

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private float validMinCycle[] = new float[MAX_DYES];
private float validMaxCycle[] = new float[MAX_DYES];

// Cycle Number for noise sub and 3 sigma calculation.
5  boolean noise;
   int baselineStartCycle[] = new int[MAX_DYES];
   int baselineEndCycle[] = new int[MAX_DYES];

// StdDev baseline for auto threshold detect. User entered,
10 // one per dye.
   private double stdDevBaseLine[] = new double[MAX_DYES];

// The Max stdDev for a given dye. one per dye
private float maxStdDev[] = new float[MAX_DYES];
15

// This is set to true only if all sites have a valid
// stdDev. Than only can you calculate the max.
private boolean maxStdDevValid[] = new boolean[MAX_DYES];

20 // BoxCar Averaging
   private boolean boxCar;
   private int boxCarWidth; // Note Min Value = 2

// Quantitative Analysis
25 public StdElement qtArr[][] = new StdElement[MAX_DYES][1];

// //////////////////////////////////////
// Keeps current settings, resets Data (and all calculated values from data)
30 // //////////////////////////////////////
   public void resetData() {

       for(int s = 0; s < numSites; s++) {
           site[s].cycle = 0;
           site[s].control = false;
           site[s].meltPoints = 0;

           for(int d = 0; d < MAX_DYES; d++) {
               site[s].dye[d].tValid = false;
               site[s].dye[d].tCycle = 0f;
               site[s].dye[d].stdDevValid = false;
               site[s].dye[d].slope = 0.;
               site[s].dye[d].offset = 0.;
               site[s].noiseValid[d] = false;
           }
       }
   }
45

```

```

// qtArr = null;
StdElement a[] = new StdElement[1];

5   a[0] = new StdElement();

// Site independent
for(int d = 0; d < MAX_DYES; d++) {
    maxStdDev[d] = 0f;
10   maxStdDevValid[d] = false;

    qtArr[d] = null;
    qtArr[d] = a; // Reset Quantation

15   standardsLine[d][0] = new StdElement();
    standardsLine[d][1] = new StdElement();
    dyeSlope[d] = 0.;
    dyeOffset[d] = 0.;
    linCC[d] = 0.;
20 }
}

// //////////////////////////////////////
25 // Keeps current optics data, redoes all calculations. Eg. may be called
// after changing Threshold mode from manual to auto.
// //////////////////////////////////////
public void recalc() {
    int s, cy;

30   //System.out.println("Analysis.recalc()");

    int c[] = new int[numSites];
    int meltCount[] = new int[numSites];

35   for(s = 0; s < numSites; s++) {
        c[s] = site[s].cycle;
        meltCount[s] = site[s].meltPoints;
    }

40   resetData();

    for(cy = 0; cy < c[0]; cy++) {
        for(s = 0; s < numSites; s++) {
45   addCycle(s, site[s].dye[0].rOptic[cy], site[s].dye[1].rOptic[cy],
            site[s].dye[2].rOptic[cy], site[s].dye[3].rOptic[cy]);

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    }
    }
}

5
// //////////////////////////////////////
public void setNumSites(int s) {
    if(s <= 0) {
        return;
10    }

    if(s < numSites) {
        for(int i = s; i < numSites; i++) {
            site[i] = null;
15    }
    }
    numSites = s;
}

20
// //////////////////////////////////////
public void addCycle(int s, short op0, short op1, short op2, short op3) {
    int c = site[s].cycle;

25    //System.out.println("addCycle Site " + s + " Op0 " + op0);

    site[s].dye[0].rOptic[c] = op0;
    site[s].dye[1].rOptic[c] = op1;
    site[s].dye[2].rOptic[c] = op2;
30    site[s].dye[3].rOptic[c] = op3;

    site[s].dye[0].pOptic[c] = op0;
    site[s].dye[1].pOptic[c] = op1;
    site[s].dye[2].pOptic[c] = op2;
35    site[s].dye[3].pOptic[c] = op3;

    processData(s);

    ++site[s].cycle;
40 }

// //////////////////////////////////////
public void addMelt(int s, short secs, int type, short value) {

45    //System.out.println("addMelt Site " + s + " sec " + secs + " type " + type + "
    value " + value);

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site[s].meltPoints = secs;

switch(type) {
5 //case RunDataStream.OPTICS:
  case OPTICS:
    site[s].mOptic.set(secs, value);
    site[s].updateMeltDeriv();
    break;
10 //case RunDataStream.TEMP:
  case TEMP:
    site[s].mTemp.set(secs, ((float)value / 100f));
    break;
15 }
}

// //////////////////////////////////////
20 // 0=Ql, 1=Qn
public void setAnalysisType(int a) {
  analysisType = a;
}

25 // //////////////////////////////////////
// To Manually set Threshold limit
// Call this once per dye
public void setTLimit(int d, float tl) {
30   for(int s = 0; s < numSites; s++) {
     site[s].dye[d].tLimit = tl;
   }
}

35 // //////////////////////////////////////
// For testing quantation only.
// Call this once per dye
private void setTCycle(int s, int d, float tc) {
40   site[s].dye[d].tCycle = tc;
   site[s].dye[d].tValid = true;
}

45 // //////////////////////////////////////
// 0=Auto, 1=Man

```

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public void setTMode(int d, int tm) {
    threshMode[d] = tm;
}

5
// //////////////////////////////////////
// Conc. values for Quantitative analysis is set per site per dye
public void setConc(int s, int d, float conc) {
    site[s].dye[d].conc = conc;
10 }

// //////////////////////////////////////
// 0=Primary, 1=2D
15 public void setDataType(int d, int dt) {
    dataType[d] = dt;
}

// //////////////////////////////////////
// 0=UNKNOWN, 1=STANDARD
// In the GUI, SITE_UNKNOWN = 0 and SITE_STANDARD = 1
20 public void setSiteType(int s, int ty) {
    for(int d = 0; d < MAX_DYES; d++) {
        if(!((uselC && d == icDye) || (useQIC && d == qicDye))) {
25             site[s].dye[d].dyeUsage = ty + 5;
        }
    }
}

30

// //////////////////////////////////////
// Unused/Std/Passive...
public void setDyeUsage(int s, int d, int du) {
35
    switch(du) {

        case INTERNAL_CONTROL:
            for(int si = 0; si < numSites; si++) {
40                 site[si].dye[d].dyeUsage = du;
            }

            uselC = true;
            icDye = d;
45
            break;

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    case QIC:
        for(int si = 0; si < numSites; si++) {
            site[si].dye[d].dyeUsage = du;
5        }

        useQIC = true;
        qicDye = d;

10    break;
    }
}

15 // //////////////////////////////////////
// d=Dye, sd = standard dev. Set by User
public void setStdDevbaseline(int d, double sd) {
    stdDevBaseLine[d] = sd;
}

20 // //////////////////////////////////////
// IC and Qic
public void setICCycle(int d, int min, int max) {
25     validMinCycle[d] = (float)min;
    validMaxCycle[d] = (float)max;
}

30 // //////////////////////////////////////
public void setNoiseSubtraction(boolean flag) {
    noise = flag;
}

35 // //////////////////////////////////////
public void setBaselineCycle(int dye, int start, int end) {
    baselineStartCycle[dye] = start;
    baselineEndCycle[dye] = end;
40 }

// //////////////////////////////////////
public void setBoxCarAvg(boolean flag, int width) {
45     boxCar = flag;
    boxCarWidth = width;

```



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    }

    // //////////////////////////////////////
5   // Get Thresholds
    public float getTLimit(int s, int d) {
        //System.out.println("Analysis: getTLimit() " + site[s].dye[d].tLimit );
        return site[s].dye[d].tLimit;
    }
10

    // //////////////////////////////////////
    public float getTCycle(int s, int d) {
        if (site[s].dye[d].tCycle < validMinCycle[d] || site[s].dye[d].tCycle >
15   validMaxCycle[d])
            return 0f;
        else
            return site[s].dye[d].tCycle;
    }
20

    // //////////////////////////////////////
    public float getQICTCycle(int s, int d) {
25   int qicDye = getQICDye();
        float qicTCycle = getTCycle(s, qicDye);

        if (useQIC && (qicTCycle > 0f)) {
            if (d == qicDye) return qicTCycle;
            return (getTCycle(s,d) / qicTCycle);
30   }
        else
            return 0f;
    }
35

    // //////////////////////////////////////
    public boolean getTValid(int s, int d) {
        return site[s].dye[d].tValid;
40   }

    // //////////////////////////////////////
    public final double log10(double a) {
        if(a > 0.) {
45   return (Math.log(a) / Math.log(10.));
        }
    }

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    else {
        return -9.5;
    }
}

5

// //////////////////////////////////////
public final double log10(float a) {
    if(a > 0.) {
10        return (Math.log((double) a) / Math.log(10.));
    }
    else {
        return -9.5;
    }
15 }

// //////////////////////////////////////
// Get Results
20 // //////////////////////////////////////
public int getQLResult(int s, int d) {

    int du = site[s].dye[d].dyeUsage;

25    // Update IC
    if(useIC &&!site[s].control) {
        updateIC(s);
    }

30    if(du == UNUSED || du == PASSIVE) {
        site[s].dye[d].qlResult = NO_RESULT;
    }

35    else if(useIC) {
        if(site[s].control) {
            site[s].dye[d].qlResult = site[s].dye[d].tValid ? PASS : FAIL;
        }
        else {
40            site[s].dye[d].qlResult = ND;
        }
    }
    else {
45        site[s].dye[d].qlResult = site[s].dye[d].tValid ? PASS : FAIL;
    }
}

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```

    return site[s].dye[d].qlResult;
}

5 ///////////////////////////////////////////////////////////////////
// Update Internal Control Status
void updateIC(int s) {

    if(site[s].dye[icDye].tValid) {
10 // Also make sure it happened in the specified range
    if((site[s].dye[icDye].tCycle >= validMinCycle[icDye]) &&
        (site[s].dye[icDye].tCycle <= validMaxCycle[icDye])) {
        site[s].control = true;
15 }
    else {

        // Although .tValid, not in the range
        site[s].control = false;
20 }
    }
    else {
        site[s].control = false;
    }
25 }

/////////////////////////////////////////////////////////////////
// Update Linear Correlation Coefficient
30 ///////////////////////////////////////////////////////////////////
void updateCC(int d) {

    double yt, xt;
    double syy = 0., sxy = 0., sxx = 0., ay = 0., ax = 0.;
35

    if(qtArr[d].length < 2) {
        linCC[d] = 0.;

        return;
40 }

    for(int j = 0; j < qtArr[d].length; j++) {
        ax += qtArr[d][j].conc;
        ay += qtArr[d][j].avgTCycle;
45 }
}

```

```

ax /= qtArr[d].length;
ay /= qtArr[d].length;

for(int j = 0; j < qtArr[d].length; j++) {
5   xt = qtArr[d][j].conc - ax;
   yt = qtArr[d][j].avgTCycle - ay;
   sxx += xt * xt;
   syy += yt * yt;
   sxy += xt * yt;
10  }

   linCC[d] = sxy / (Math.sqrt(sxx * syy));
   linCC[d] *= linCC[d];
15  }

// //////////////////////////////////////
// 0. Check for unknown & thresh.
// 1. Check IC
20 // 2. Check QIC
// 3. Check for at least 2 data points in this qtArr
// 4. Check for unknown to be within knowns
// 5. Sort qtArr and Return unknown conc. Move to addstandard...
// //////////////////////////////////////
25 public double getQTResult(int s, int d) {

   double m = 1.0;

   // 0. Check for unknown thresh.
30   if(!site[s].dye[d].tValid || (site[s].dye[d].dyeUsage != UNKNOWN)) {
       return 0.;
   }

   // 1. Check IC
35   if(useIC) {
       if(!site[s].dye[icDye].tValid) {
           return 0.;
       }
   }

40   // 2. Check QIC
   // todo prakash.
   // Should wait for all thresholds/site before constructing qtArr.
   if(useQIC) {
45       if(!site[s].dye[qicDye].tValid) {
           return 0.;
       }
   }

```

```

    }
    else {
        m = 1. / site[s].dye[qicDye].tCycle;
    }
5   }

    // 3. Check for at least 2 data points in this qtArr
    if(qtArr[d].length < 2) {
        return 0.;
10  }

    site[s].dye[d].conc = (float) Math.pow(10., (dyeSlope[d] *
        (site[s].dye[d].tCycle * m) + dyeOffset[d]));

15  // 4. Check for the conc to be within .5 Log
    if( (log10(site[s].dye[d].conc) > standardsLine[d][0].conc) ||
        (log10(site[s].dye[d].conc) < standardsLine[d][1].conc)) {
        site[s].dye[d].conc = 0f;
    }
20  return site[s].dye[d].conc;
    }

    // //////////////////////////////////////
25  // Sort the elements in the Quantation Array.
    void sort(StdElement a[]) {

        boolean done;
        StdElement se = new StdElement();

30  if(a.length < 2) {
        return;
    }

35  do {
        done = true;

        for(int j = 0; j < (a.length - 1); j++) {
            if(a[j].avgTCycle > a[j + 1].avgTCycle) {
40  done = false;
                se = a[j];
                a[j] = a[j + 1];
                a[j + 1] = se;

45  break;
            }
        }
    }

```

```

    }
    }
    while(!done);
}

5

// //////////////////////////////////////
// Sort the elements in the Melt Peaks Array.
void sort(MeltElement meltElementsArray[]) {

10
    boolean done;
    MeltElement me = new MeltElement();

    //Debug.log ("sort: MeltElement array with " + meltElementsArray.length);
15
    if(meltElementsArray.length < 2) {
        return;
    }

    do {
20
        done = true;

        for(int j = 0; j < (meltElementsArray.length - 1); j++) {
            if(meltElementsArray[j].d1Peak > meltElementsArray[j + 1].d1Peak) {
                done = false;
25
                me = meltElementsArray[j];
                meltElementsArray[j] = meltElementsArray[j + 1];
                meltElementsArray[j + 1] = me;

                break;
30
            }
        }
        while(!done);
    }

35

// //////////////////////////////////////
// Update data used for drawing the Line fit to standards.
//
40
// standardsLine is similar to qtArr[] but adds 2 points, one at
// conc +.5(log) and the other at conc -.5 (log).
// //////////////////////////////////////
void updateStandards(int d) {

45
    int e = qtArr[d].length - 1;
    double conc = qtArr[d][e].conc - .5;

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standardsLine[d][0].conc = qtArr[d][0].conc + .5;
standardsLine[d][0].avgTCycle = (standardsLine[d][0].conc - dyeOffset[d])
    / dyeSlope[d];
5
    if(conc > 0.) {
        standardsLine[d][1].conc = conc;
        standardsLine[d][1].avgTCycle = (conc - dyeOffset[d]) / dyeSlope[d];
    }
10    else {
        standardsLine[d][1].conc = 0.;
        standardsLine[d][1].avgTCycle = (-1 * dyeOffset[d] / dyeSlope[d]);
    }
}
15

// //////////////////////////////////////
// Get Control Result (Pass/Fail)
// //////////////////////////////////////
20    public boolean getControl(int s, int d) {
        return site[s].control;
    }

25    // //////////////////////////////////////
    public float getConc(int s, int d) {
        return site[s].dye[d].conc;
    }

30    // //////////////////////////////////////
    public int getDyeUsage(int s, int d) {
        return site[s].dye[d].dyeUsage;
    }
35

    // //////////////////////////////////////
    public double getDyeSlope() {
        return dyeSlope[stdChannel];
40    }

    // //////////////////////////////////////
    public double getDyeOffset() {
45    return dyeOffset[stdChannel];
    }

```

```

// //////////////////////////////////////
// Linear Correlation Coefficient
5 public double getCC() {
    updateCC(stdChannel);

    return linCC[stdChannel];
}
10

// //////////////////////////////////////
public float getAnaData(int dataType, int s, int d, int c) {

15     float retVal = 0f;

    if (c < 0) c=0;

    switch(dataType) {
20     case NORMAL:
        if (c >=site[s].cycle) c=site[s].cycle - 1;
        if(d < 4 && d >= 0) {
            retVal = site[s].dye[d].pOptic[c];
25         }
        break;

    case DERIV1:
        break;
30     case DERIV2:
        if (c >=site[s].cycle) c=site[s].cycle - 1;
        if(d < 4 && d >= 0) {
            retVal = site[s].dye[d].d2pOptic[c];
35         }
        break;

    case MELT_DERIV1:
        if (c >=site[s].meltPoints) c=site[s].meltPoints - 1;
40         if(c < site[s].meltPoints && c >= 0) {
            retVal = site[s].d1mOptic.get(c);
        }
        break;

45     case MELT_OPTICS:
        if (c >=site[s].meltPoints) c=site[s].meltPoints - 1;

```

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```

        if(c < site[s].meltPoints && c >= 0) {
            retVal = site[s].mOptic.get(c);
        }
        break;
5
    case MELT_TEMPERATURE:
        if (c >=site[s].meltPoints) c=site[s].meltPoints - 1;
        if(c < site[s].meltPoints && c >= 0) {
            retVal = site[s].mTemp.get(c);
10        }
        break;
    }

    return retVal;
15 }

// //////////////////////////////////////
public int getICDye() {
20     return icDye;
}

// //////////////////////////////////////
public boolean iCEnabled() {
25     return useIC;
}

// //////////////////////////////////////
30 // Returns the temp assoc. with the Melt Peak.
public double getMeltTemp(int s, int index) {
    return site[s].getMeltTemp(index);
}

35 // //////////////////////////////////////
// Returns the Melt Limit. Peak value reported only when greater.
public double getMeltLimit(int s) {
    return site[s].meltPeakLimit;
40 }

// //////////////////////////////////////
// Returns the temp assoc. with the Melt Peak.
45 public int getMeltCount(int s) {
    if (s>0 && s<numSites)

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        return site[s].getMeltPeakCount();
    else
        return 0;
}
5

// //////////////////////////////////////
public int getQICDye() {
    return qicDye;
10 }

// //////////////////////////////////////
public boolean qicEnabled() {
15     return useQIC;
}

// //////////////////////////////////////
20 public int getTMode(int d) {
    return threshMode[d];
}

// //////////////////////////////////////
25 int getICStartCycle() {
    return (int)validMinCycle[qicDye];
}

30 // //////////////////////////////////////
int getICEndCycle() {
    return (int)validMaxCycle[qicDye];
}

35 // //////////////////////////////////////
void processData(int s) {

40     if(boxCar) {
        boxCarAvg(s);
    }

    if(noise) {
45     removeNoise(s);
    }
}

```

```

updateThresholds(s);

// Update qtArr's. Do quantation when results are requested.
5  if(analysisType == QUANTITATIVE)
    updateQuantitative(s);
}

10 // //////////////////////////////////////
// Apply this to raw Data
void boxCarAvg(int s) {

    float sum;
15    int i;

    if(site[s].cycle < 1) {
        return;
    }

20    if(site[s].cycle + 1 >= boxCarWidth && boxCarWidth > 1) {

        for(int d = 0; d < MAX_DYES; d++) {
            sum = 0f;
25            for(i = (site[s].cycle + 1 - boxCarWidth); i < site[s].cycle + 1; i++) {
                sum += site[s].dye[d].rOptic[i];
            }

30            site[s].dye[d].pOptic[site[s].cycle] = sum / boxCarWidth;
        }
    }
}

35 // //////////////////////////////////////
void removeNoise(int s) {

    int c = site[s].cycle;
40    float temp;

    for(int d = 0; d < MAX_DYES; d++) {
        if(c >= (baselineEndCycle[d] - 1)) {
45            if(site[s].noiseValid[d]) {

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site[s].dye[d].pOptic[c] -= (site[s].dye[d].slope * c + site[s].dye[d].offset);
site[s].dye[d].pOptic[c] -= site[s].dye[d].noiseAvg;

//if (s==0 && d==0) {
5 //   Logger.log("Cycle "+c+ " slope "+site[s].dye[d].slope +
//   " offset " + site[s].dye[d].offset + " pOptic " + site[s].dye[d].pOptic[c]);
//}
}
else {
10   temp = 0f;

// Calculate Average noise
baselineStartCycle[d] = (baselineStartCycle[d] < 1) ? 1 :
baselineStartCycle[d];
15   site[s].dye[d].slope = 0.;
   site[s].dye[d].offset = 0.;

   site[s].dye[d].leastSquaresLineFit(baselineStartCycle[d]-1,
20   baselineEndCycle[d]-1);

   for(int i = 0; i <= (baselineEndCycle[d] - 1); i++) {
       site[s].dye[d].pOptic[i] -= (site[s].dye[d].slope * i + site[s].dye[d].offset);
   }
25   for(int i=baselineStartCycle[d]-1; i<=baselineEndCycle[d]-1; i++) {
       temp = temp + site[s].dye[d].pOptic[i];
   }

30   site[s].dye[d].noiseAvg = temp / (baselineEndCycle[d] -
baselineStartCycle[d] + 1);

// Remove noise
for(int i=0; i <= (baselineEndCycle[d]-1); i++) {
35   site[s].dye[d].pOptic[i] -= site[s].dye[d].noiseAvg;
}
site[s].noiseValid[d] = true;
}
}
40 }

// ////////////////////////////////////////
45 void updateThresholds(int s) {

```

```

for(int d = 0; d < MAX_DYES; d++) {

    // Update Derivative
    update2D(s, d);

5
    if(dataType[d] == PRIMARY) {
        if(threshMode[d] == MAN_THRESH) {
            updateThreshPDMan(s, d);
        }
        else {
10
            updateThreshPDAuto(s, d);
        }
    }
    else {
        if(threshMode[d] == MAN_THRESH) {
15
            updateThresh2DMan(s, d);
        }
        else {
            updateThresh2DAuto(s, d);
20
        }
    }
}

25
// //////////////////////////////////////
int updateThreshPDMan(int s, int d) {

    int c = site[s].cycle;
    int du = site[s].dye[d].dyeUsage;
30
    if(du == UNUSED || du == PASSIVE) {
        return 0;
    }

35
    if(noise) {
        if(c <= baselineEndCycle[d]) {
            return 0;
        }
    }
40
}

    if(!site[s].dye[d].tValid) {
        if(site[s].dye[d].pOptic[c] >= site[s].dye[d].tLimit) {

45
            // Optic exceeded limit, calculate cycle
            if(c >= 1) {

```

```

        site[s].dye[d].tValid = true;

        LinearFit l;

5       l = new LinearFit(c - 1, site[s].dye[d].pOptic[c - 1], c,
            site[s].dye[d].pOptic[c]);

        // zero based
        site[s].dye[d].tCycle = l.fitY(site[s].dye[d].tLimit) + 1f;
10    }
    }
    return 0;
}

15

// ////////////////////////////////////////
// When not to find the Threshold crossing:
//
20 // 1. Unused Dye
// 2. Passive dye
// 3. Already found (.tValid)
// 4. Not enough cycles (2D)
// 5. All dyes don't have valid stdDev Auto
25 // ////////////////////////////////////////
int updateThreshPDAuto(int s, int d) {

    int c = site[s].cycle;
    float sum, temp;
30    int du = site[s].dye[d].dyeUsage;

    if(du == UNUSED || du == PASSIVE) {
        return 0;
    }

35    if(c <= baselineEndCycle[d]) {
        return 0;
    }

40    if(maxStdDevValid[d] &&!site[s].dye[d].tValid) {

        // Look for signal crossing
        if(site[s].dye[d].pOptic[c] > site[s].dye[d].tLimit) {

45        LinearFit l;

```

```

        l = new LinearFit(c - 1, site[s].dye[d].pOptic[c - 1], c, site[s].dye[d].pOptic[c]);

        // Add one to match graph
        site[s].dye[d].tCycle = l.fitY(site[s].dye[d].tLimit) + 1.0f;
5      site[s].dye[d].tValid = true;
    }
  }
  else if(!maxStdDevValid[d] &&!site[s].dye[d].tValid) {

10    // If enough data, calculate stdDev
    // No need to check crossing yet.
    if(c >= baselineEndCycle[d]) {
      if((baselineEndCycle[d] - baselineStartCycle[d]) > 1) {

15        // mean
        sum = 0f;

        for(c = (baselineStartCycle[d] - 1); c <= (baselineEndCycle[d] - 1); c++) {
          sum = sum + site[s].dye[d].pOptic[c];
20        }

        site[s].dye[d].mean = sum / (baselineEndCycle[d] - baselineStartCycle[d] +
1)1);

25        // stdDev
        sum = 0f;

        for(c = (baselineStartCycle[d] - 1); c <= (baselineEndCycle[d] - 1); c++) {
          temp = site[s].dye[d].pOptic[c] - site[s].dye[d].mean;
30          sum = sum + temp * temp;
        }

        site[s].dye[d].stdDev = (float) Math.sqrt(sum / (baselineEndCycle[d] -
baselineStartCycle[d]));
35        site[s].dye[d].stdDevValid = true;

        setMaxStdDev(d);
      }
    }
40  }

  return 0;
}

45  // //////////////////////////////////////

```

```

// This function calculates the Cycle Threshold for Primary Data with
// a manual threshold limit set by the user.
// //////////////////////////////////////
int updateThresh2DMan(int s, int d) {
5
    int du = site[s].dye[d].dyeUsage;

    // Because the calculation for D2 is lagging 2 cycles back.
    int c = site[s].cycle - 2;

10
    if(du == UNUSED || du == PASSIVE) {
        return 0;
    }

15
    if(c < 6) {
        return 0;
    }

    if(noise) {
20
        if(c <= baselineEndCycle[d]) {
            return 0;
        }
    }

25
    // Look for peak
    // When c == 6, Possible valid D2's are at c2(c-4), c3(c-3), c4(c-2)
    if((site[s].dye[d].d2pOptic[c - 3] > site[s].dye[d].d2pOptic[c - 4]) &&
        (site[s].dye[d].d2pOptic[c - 3] >= site[s].dye[d].d2pOptic[c - 2])) {

30
        PeakFinder peakFinder = new PeakFinder((float) (c - 4),
            site[s].dye[d].d2pOptic[c - 4],
            (float) (c - 3), site[s].dye[d].d2pOptic[c - 3], (float) (c - 2),
            site[s].dye[d].d2pOptic[c - 2]);

35
        // Look for signal crossing
        if(peakFinder.peak > site[s].dye[d].tLimit) {

            // peak exceeded limit, calculate cycle
            // Note: peak is 3 cycles back from here
40
            if(site[s].dye[d].tValid) {

                if (site[s].dye[d].tCycle < peakFinder.cycle + 1.0f) {
                    site[s].dye[d].tCycle = peakFinder.cycle + 1.0f;
                }

45
            }
        }
    }
}

```



```

        else {
            site[s].dye[d].tValid = true;
            site[s].dye[d].tCycle = peakFinder.cycle + 1.0f;
        }
5    }
    }
    return 0;
}

10
// //////////////////////////////////////
// //////////////////////////////////////
int updateThresh2DAuto(int s, int d) {

15    int du = site[s].dye[d].dyeUsage;
    float sum, temp;
    int cy;

    // Because the calculation for D2 is lagging 2 cycles back.
20    int c = site[s].cycle - 2;

    if(du == UNUSED || du == PASSIVE) {
        return 0;
    }

25    if(c < 6) {
        return 0;
    }

30    if(c <= baselineEndCycle[d]) {
        return 0;
    }

    if(maxStdDevValid[d]) {

35        // Look for signal crossing, ie Look for peak
        // When c == 6, Possible valid D2's are at c2(c-4), c3(c-3), c4(c-2)
        if(c < (baselineEndCycle[d] + 3)) {
            return 0;
        }

40    }

    if((site[s].dye[d].d2pOptic[c - 3] >= site[s].dye[d].d2pOptic[c - 4]) &&
        (site[s].dye[d].d2pOptic[c - 3] > site[s].dye[d].d2pOptic[c - 2])) {

45        PeakFinder m = new PeakFinder((float) (c - 4), site[s].dye[d].d2pOptic[c - 4],
            (float) (c - 3), site[s].dye[d].d2pOptic[c - 3], (float) (c - 2),

```

```

    site[s].dye[d].d2pOptic[c - 2]);

    // Look for signal crossing
    if(m.peak > site[s].dye[d].tLimit) {
5
        if (site[s].dye[d].tValid) {
            if (site[s].dye[d].tCycle < m.cycle + 1f) {
                site[s].dye[d].tCycle = m.cycle + 1f;
            }
10
        }
        else {
            // peak exceeded limit, calculate cycle
            site[s].dye[d].tValid = true;
            site[s].dye[d].tCycle = m.cycle + 1f;
15
        }
    }
}
else if(!maxStdDevValid[d] &&!site[s].dye[d].tValid) {
20
    // If enough data, calculate stdDev
    // No need to check crossing yet.
    if(c >= baselineEndCycle[d]) {
        if((baselineEndCycle[d] - baselineStartCycle[d]) > 1) {
25
            // mean
            sum = 0f;

            for(c = (baselineStartCycle[d] - 1); c <= (baselineEndCycle[d] - 1); c++) {
30
                sum = sum + site[s].dye[d].d2pOptic[c];
            }

            // Changed 1/12/00 as per SCR 129.
            // sum = sum + site[s].dye[d].pOptic[c];
35

            site[s].dye[d].mean = sum / (baselineEndCycle[d] - baselineStartCycle[d] +
1);

            // stdDev
            sum = 0f;
40

            for(c = (baselineStartCycle[d] - 1); c <= (baselineEndCycle[d] - 1); c++) {

                // Changed 1/12/00 as per SCR 129.
45
                // temp = site[s].dye[d].pOptic[c] - site[s].dye[d].mean;

```

```

        temp = site[s].dye[d].d2pOptic[c] - site[s].dye[d].mean;
        sum = sum + temp * temp;
    }

5    site[s].dye[d].stdDev = (float) Math.sqrt(sum / (baselineEndCycle[d] -
baselineStartCycle[d]));
    site[s].dye[d].stdDevValid = true;

    setMaxStdDev(d);
10    }
    }
    }

    return 0;
15    }

// ////////////////////////////////////////
// Update 2nd Deriv for optic data
// ////////////////////////////////////////
20    void update2D(int s, int d) {

        int c = site[s].cycle;
        float mult = 6.25f;

25        if (c<4)
            return;

        // D2
30        if(c < MAX_CYCLES - 1 && c > 2) {

            // n=3 thru n-2

            /*
35            //float mult = 5f;
            site[s].dye[d].d2pOptic[c - 2] = (site[s].dye[d].arD1Dye[c - 1] -
site[s].dye[d].arD1Dye[c - 3]) / 2f * mult;
            site[s].dye[d].d2pOptic[c - 1] = (site[s].dye[d].arD1Dye[c] -
site[s].dye[d].arD1Dye[c - 2]) / 2f * mult;
40            site[s].dye[d].d2pOptic[c] = (site[s].dye[d].arD1Dye[c] -
site[s].dye[d].arD1Dye[c - 1]) * mult;

            */
            site[s].dye[d].d2pOptic[c-2] = (site[s].dye[d].pOptic[c] -
2f * site[s].dye[d].pOptic[c-2] +
45            site[s].dye[d].pOptic[c-4]) * mult;

```

```

    site[s].dye[d].d2pOptic[c-1] = (2f * site[s].dye[d].pOptic[c] -
        3f * site[s].dye[d].pOptic[c-1] +
        site[s].dye[d].pOptic[c-3]) * mult;

5    site[s].dye[d].d2pOptic[c] = (site[s].dye[d].pOptic[c] -
        2f * site[s].dye[d].pOptic[c-1] +
        site[s].dye[d].pOptic[c-2]) * 2 * mult;
    }
    else {
10    site[s].dye[d].d2pOptic[c] = 0f;
    }
}

15 // ////////////////////////////////////////
// Update qtArr's (1 per dye - site independent).
// Only if std: only with valid thresh
// ////////////////////////////////////////
void updateQuantitative(int s) {
20    for(int d = 0; d < MAX_DYES; d++) {
        if(site[s].dye[d].dyeUsage == STANDARD) {
            // if(site[s].dye[d].tValid) {

25            if( (useQIC && (getTCycle(s, qicDye) > 0f)) || getTCycle(s, d) > 0f ) {
                addStandard(s, d);
                //updateStandards(d);
                LeastSquares ls = new LeastSquares(qtArr[d], d);
                dyeSlope[d] = ls.getSlope();
30                dyeOffset[d] = ls.getOffset();
                updateStandards(d);
            }
        }
    }
35 }

// ////////////////////////////////////////
//
40 // Add a stdElement to the qlArr if appropriate.
// If QIC used - valid
// If IC used - valid
// Sort if more than 1 element
// ////////////////////////////////////////
45 int addStandard(int s, int d) {
    int i;

```

```

float tCycle;

if(!site[s].dye[d].tValid || getTCycle(s,d) <= 0f ) {
5   return 0;
}

if(site[s].dye[d].conc < 10E-5f) {
    return 0;
}
10
if (useQIC) {
    tCycle = getQICTCycle(s,d);
}
else {
15   tCycle = getTCycle(s,d);
}

if (qtArr[d][0].conc < -9) {
    // Initialise
20   qtArr[d][0].conc = log10(site[s].dye[d].conc);
    qtArr[d][0].avgTCycle = tCycle;
    qtArr[d][0].nElements = 1;
    return 0;
}
25 else {

    // Look for conc in array
    for(i = 0; i < qtArr[d].length; i++) {

30     if(Math.abs(qtArr[d][i].conc - log10(site[s].dye[d].conc)) < .05) {
        qtArr[d][i].avgTCycle = ((qtArr[d][i].avgTCycle * qtArr[d][i].nElements) +
                                tCycle) / (qtArr[d][i].nElements + 1);
        qtArr[d][i].nElements += 1;

35     // May need to be resorted
        if(qtArr[d].length > 1) {
            sort(qtArr[d]);
        }

40     return 0;
    }
}

// Conc not found, add new element to array
45 StdElement tempArr[] = new StdElement[qtArr[d].length + 1];

```

```

// Initialise tempArr
for(i = 0; i < tempArr.length; i++) {
    tempArr[i] = new StdElement();
}

5   System.arraycopy(qtArr[d], 0, tempArr, 0, qtArr[d].length);

    tempArr[tempArr.length - 1].conc = log10(site[s].dye[d].conc);
    tempArr[tempArr.length - 1].avgTCycle = tCycle;
10   tempArr[tempArr.length - 1].nElements = 1;
    qtArr[d] = tempArr;

    // Sort
    sort(qtArr[d]);
15   }

    return 0;
}

20   ///////////////////////////////////////////////////////////////////
void setMaxStdDev(int d) {

    maxStdDevValid[d] = true;

25   int s;

    maxStdDev[d] = 0f;

30   for(s = 0; s < numSites; s++) {
        if(site[s].dye[d].stdDevValid) {
            if(site[s].dye[d].stdDev > maxStdDev[d]) {
                maxStdDev[d] = site[s].dye[d].stdDev;
            }
35   }
        else {
            maxStdDevValid[d] = false;
            maxStdDev[d] = 0f;

40   return;
        }
    }

    if(maxStdDevValid[d]) {
45   // All sites have stdDevValid for dye d,

```

```

// Calculate Threshold limits
for(s = 0; s < numSites; s++) {
    site[s].dye[d].tLimit = (float)(stdDevBaseLine[d] * maxStdDev[d]);
    //System.out.println("stdDevBaseLine[d] " + stdDevBaseLine[d] +
5    // "maxStdDev[d] " + maxStdDev[d] +
    // " setMaxStdDev " + site[s].dye[d].tLimit );
}
}
}

10

// //////////////////////////////////////
public Analysis() {
    this(MAX_SITES);
15 }

public Analysis(int ns) {

    numSites = ns;
20    site = new Site[numSites];

    for(int i = 0; i < numSites; i++) {
        site[i] = new Analysis.Site();
25    }

    analysisType = QUALITATIVE;

    useQIC = false;
30    qicDye = 0;
    useIC = false;
    icDye = 0;

    boxCar = false;
35    boxCarWidth = 0;

    // Default to match noise sub with primary data.
    // noise = false;

40    for(int i = 0; i < MAX_DYES; i++) {
        threshMode[i] = AUTO_THRESH;
        stdDevBaseLine[i] = 5f;
        maxStdDev[i] = 0f;
        maxStdDevValid[i] = false;
45        dataType[i] = PRIMARY;
        qtArr[i][0] = new StdElement();

```

```

baselineStartCycle[i] = 3;
baselineEndCycle[i] = 8;

// Standards Curve, prakash 1/25/00
5 standardsLine[i][0] = new StdElement();
  standardsLine[i][1] = new StdElement();

// Optics must cross threshold in this range
validMinCycle[i] = 3f;
10 validMaxCycle[i] = 60f;
  }
}

15 ///////////////////////////////////////////////////////////////////
  class Site {

    Dye dye[] = new Dye[MAX_DYES];

    // Melt Peak Analysis
    20 private Array.Short mOptic = new Array.Short(32);
      private Array.Float mTemp = new Array.Float(32);
      private Array.Float d1mOptic = new Array.Float(32);
      private MeltElement mPeaks[] = new MeltElement[1];

    25 // Possible to set per site in future.
      private double meltPeakLimit = 10.;

    // Melt peaks processed
    30 private boolean meltPeaksValid;

    // Current Cycle Number
    int cycle;

    35 // Number of MeltData points
      private int meltPoints;

    // IC/QIC passed:T; failed:F
    boolean control;

    40 // Noise
      boolean noiseValid[] = new boolean [MAX_DYES];

    Site() {

    45 // Initialise dyes

```



```

    for(int i = 0; i < MAX_DYES; i++) {
        dye[i] = new Dye();
        noiseValid[i] = false;
    }

5
    cycle = 0;
    meltPoints = 0;
    meltPeaksValid = false;
    control = false;
10    mPeaks[0] = new MeltElement();
}

private void updateMeltDeriv() {

15    meltPeaksValid = false;

    if(meltPoints < 1) {
        d1mOptic.set(0, 0f);
    }
20    else if(meltPoints == 1) {
        d1mOptic.set(1, (mOptic.get(1) - mOptic.get(0)) * -5f);
    }
    else {
        // Recalc the 2nd last value, and the last value
25        d1mOptic.set(meltPoints-1, (mOptic.get(meltPoints) -
mOptic.get(meltPoints-2)) / 2f * -5f);
        d1mOptic.set(meltPoints, (mOptic.get(meltPoints) -
mOptic.get(meltPoints-1)) * -5f);
30    }
}

// Return number of Melt Peaks detected.
private int getMeltPeakCount() {
    if (!meltPeaksValid)
35        detectMeltPeaks();
    return (mPeaks[0].temp < 0.) ? 0 : mPeaks.length;
}

// Return number of Melt Temp Associated with Peak.
40 private double getMeltTemp(int index) {
    if (index < getMeltPeakCount())
        return mPeaks[index].temp;
    else
        return 0f;
45 }

```

```

// Find all peaks in 1st Deriv of Melt Optic
private void detectMeltPeaks() {

    if (meltPoints < 2) return;

5
    if (!meltPeaksValid) {
        meltPeaksValid = true;
        mPeaks = new MeltElement[1];
        mPeaks[0] = new MeltElement();
10
        // Debug.log("detectMP, length " + mPeaks.length);

        for (int i=1; i<meltPoints-1; i++) {

            if( ( d1mOptic.get(i) > d1mOptic.get(i-1) ) &&
15
                ( d1mOptic.get(i) >= d1mOptic.get(i+1) ) ) {

                PeakFinder peakFinder = new PeakFinder((float)(i-1),
                    (float)d1mOptic.get(i-1),
                    (float)(i), (float)d1mOptic.get(i), (float)(i+1),
20
                    (float)d1mOptic.get(i+1));

                // Look for signal crossing
                if(peakFinder.peak > meltPeakLimit) {

                    if (mPeaks[0].temp < 0.) {
25
                        mPeaks[0].d1Peak = peakFinder.peak;
                        mPeaks[0].temp = mTemp.get(0) + peakFinder.cycle; // Temp,
                        in this case.
                    }
                    else {
30
                        MeltElement tempA[] = new MeltElement[mPeaks.length+1];

                        // Initialise tempA
                        for(int j = 0; j < tempA.length; j++) {
                            tempA[j] = new MeltElement();
35
                        }

                        System.arraycopy(mPeaks, 0, tempA, 0, mPeaks.length);

                        tempA[tempA.length-1].d1Peak = peakFinder.peak;
                        tempA[tempA.length-1].temp = mTemp.get(0) +
40
                        peakFinder.cycle; // Temp, in this case.
                        mPeaks = tempA;
                    }
                }
45
            }
        }
    }
}

```

```

    }
}

//Debug.log(" detectMeltPeaks() mPeaks.length " + mPeaks.length);
5   if (mPeaks.length > 1)
    sort(mPeaks);
}
}

10  ///////////////////////////////////////////////////////////////////
    class Dye {

        // Data Arrays
        short rOptic[] = new short[MAX_CYCLES];
15   float pOptic[] = new float[MAX_CYCLES];

        // 2nd derivative
        float d2pOptic[] = new float[MAX_CYCLES];

20   // Threshold limit
        float tLimit;
        float tCycle;

        // Indicates if signal crossed the Threshold Limit
25   boolean tValid;

        // Qualitative Result
        int qlResult;

30   // IC, QIC, Unused, ...
        int dyeUsage;

        // true = Std; false = Unkn
        boolean std;

35   // Dye Concentration
        float conc;

        // Background Noise Value
40   float noiseAvg;

        // Std Dev, Mean calculated. one per dye per site
        boolean stdDevValid;
        float stdDev;
45   float mean;

```

```

// For slope removal. One per dye per site
double slope;
double offset;

5   Dye() {

    // Initialise arrays
    for(int i = 0; i < MAX_CYCLES; i++) {
        rOptic[i] = 0;
10      pOptic[i] = 0f;
        d2pOptic[i] = 0f;
    }

    // Default Man Threshold, dyeUsage, tValid
15    qlResult = 0;
    tLimit = 200f;
    tCycle = 0f;
    tValid = false;
    dyeUsage = ASSAY;
20    std = false;
    conc = 10E-6f;
    noiseAvg = 0f;
    stdDevValid = false;
    stdDev = 0f;
25    mean = 0f;
    slope = 0.;
    offset = 0.;
}

30 void endPointLineFit(int start, int end) {
    slope = (pOptic[end] - pOptic[start]) / (double)(end - start);

    if ((slope * end) != 0.) {
        offset = pOptic[end] / (slope * end);
35    }
    else {
        offset = 0.;
    }
}

40 void leastSquaresLineFit(int start, int end) {

    if ((end - start) < 2) {
        return;
45    }
    LeastSquares ls = new LeastSquares(pOptic, start, end);
}

```

```

        slope = ls.getSlope();

        if ((slope * end) != 0.) {
            offset = ls.getOffset();
5        }
        else {
            offset = 0.;
        }
10    }

// //////////////////////////////////////
public class StdElement {
15    public double conc;
    public double avgTCycle;
    int nElements;

    StdElement() {
20        conc = -10.;
        avgTCycle = 0.;
        nElements = 0;
    }
25

// //////////////////////////////////////
public class MeltElement {
    public double temp = -1.;
    public double d1Peak = -1.;
30 }

// //////////////////////////////////////
// //////////////////////////////////////
35

public static void main(String args[]) {

    int s, d, c, cy;
    Analysis a = new Analysis();

40    // For reading data from Excel
    Vector vFam = new Vector(16);
    vFam.setSize(16);
    Vector vTet = new Vector(16);
    vTet.setSize(16);
45    Vector vTam = new Vector(16);

```

```

vTam.setSize(16);
Vector vRox = new Vector(16);
vRox.setSize(16);

5 // Analysis Type
a.setAnalysisType(QUALITATIVE);
//a.setAnalysisType(QUANTITATIVE);

a.setNumSites(16);

10

for (d=0; d<MAX_DYES; d++) {

//a.setDataType(d, D2); // Set Up Data Type
15 a.setDataType(d, PRIMARY);

a.threshMode[d] = AUTO_THRESH; // Set Thresh Mode
//a.threshMode[d] = MAN_THRESH;

20 a.stdDevBaseLine[d] = 5.;
}

// Set Threshold
//a.setTLimit(0, 10f);
25 //a.setTLimit(1, 10f);
//a.setTLimit(2, 10f);
//a.setTLimit(3, 10f);

// Test BoxCar Avg
30 a.setBoxCarAvg(true, 3);

// Test QIC Dye
a.setDyeUsage(0, 1, QIC);

35 // Test Background Noise Subtraction
a.setNoiseSubtraction(true);

// Valid Min, Max Cycle defaults to 3, 60
//a.setlCCycle(3, 30, 60);

40 // Add Data Thresholds and cycle crossings are calculated as soon as
// enough data has accumulated.

45 try {

```

```

        BufferedReader in = new BufferedReader(new
        FileReader("data5.csv"));

```

```

        String str;

5         // Throw away first 2 lines
        str = in.readLine();
        str = in.readLine();

10        while ((str = in.readLine()) != null) {
            //Debug.log(str.length()+" "+ str);
            StringTokenizer t = new StringTokenizer(str, ",");

            for (int i=0; i<16; i++)
15                if (t.hasMoreTokens())
                    vFam.setElementAt( (Integer.valueOf(t.nextToken())), i);

            for (int i=0; i<16; i++)
                if (t.hasMoreTokens())
20                    vTet.setElementAt((Integer.valueOf(t.nextToken() ) ), i );

            for (int i=0; i<16; i++)
                if (t.hasMoreTokens())
                    vTam.setElementAt((Integer.valueOf(t.nextToken() ) ), i );

25            for (int i=0; i<16; i++)
                if (t.hasMoreTokens())
                    vRox.setElementAt((Integer.valueOf(t.nextToken() ) ), i );

30            for (s=0; s<16; s++) {

                Integer aa = (Integer)vFam.elementAt(s);
                Integer bb = (Integer)vTet.elementAt(s);
                Integer cc = (Integer)vTam.elementAt(s);
35                Integer dd = (Integer)vRox.elementAt(s);

                a.addCycle(s, aa.shortValue(), bb.shortValue(),
                cc.shortValue(), dd.shortValue() );

40                // cy = a.site[s].cycle -1;
                //Debug.log("Main: Site " +s+ " Cycle " +cy+ " " +
                a.site[s].dye[0].rOptic[cy]+
                // " "+a.site[s].dye[1].rOptic[cy]+
                // " "+a.site[s].dye[2].rOptic[cy]+
45                // " "+a.site[s].dye[3].rOptic[cy] );
            }
}

```

```

    }
    }
    catch(IOException e) {
5       Debug.log("IOException");
    }

    // Set up Melt Inverse of FAM
    for (s=0; s<16; s++) {
10       for (short sec=0; sec<a.site[s].cycle; sec++) {
            //Debug.log ("Adding data to Melt " + sec + " " +
            a.site[s].dye[1].rOptic[sec]);
            a.addMelt(s, sec, a.OPTICS, a.site[s].dye[1].rOptic[sec]);
            a.addMelt(s, sec, a.TEMP, (short)(60+sec));
15       }
    }

    /*
    // Set UP for quantation.
    // 100
20     a.setSiteType(0, SITE_STANDARD);
    a.setConc(0, 0, 100f);

    a.setSiteType(1, SITE_STANDARD);
25     a.setConc(1, 0, 100f);

    //1000
    a.setSiteType(3, SITE_STANDARD);
    a.setConc(3, 0, 1000f);
30     a.setSiteType(8, SITE_STANDARD);
    a.setConc(8, 0, 1000f);

    //10
35     a.setSiteType(14, SITE_STANDARD);
    a.setConc(14, 0, 10f);

    a.setSiteType(15, SITE_STANDARD);
    a.setConc(15, 0, 10f);
40

    // Unknowns
    a.setSiteType(2, SITE_UNKNOWN);
    a.setSiteType(4, SITE_UNKNOWN);
    a.setSiteType(5, SITE_UNKNOWN);
45     a.setSiteType(6, SITE_UNKNOWN);
    a.setSiteType(7, SITE_UNKNOWN);

```



```

    for (int i=9; i<14; i++)
        a.setSiteType(i, SITE_UNKNOWN);
    */

5
    /*
    // Force QIC Cycle for testing
    for (int i=0; i<16; i++) {
        a.setTCycle(i, 1, (float)(10+.1*i));
10
        //a.setTCycle(i, 1, 10f );
        a.site[i].dye[1].tValid = true;
    }

    for(int i=0; i<a.numSites; i++)
15
        a.updateQuantitative(i);
    */

    // (site, dye, data)
    //a.dLog(7, 1, 1); // outputs threshold limits + Cycle num
20
    //a.dLog(7, 0, 0); // outputs data
    //a.dLog(7, 1, 2); // outputs raw + 2d
    //a.dLog(7, 0, 3); // outputs threshold limits + Cycle num
    //a.dLog(7, 0, 4); // outputs threshold limits + Cycle num + QIResult
    //a.dLog(0, 0, 5); // outputs Tlimits + TCycle num + conc (dye, all
25
    sites)

        //a.dLog(0, 0, 6); // outputs qtArr for given dye
        //a.dLog(7, 1, 7); // outputs threshold limits + Cycle num + QIC
    Cycle numbers
        //a.dLog(7, 1, 8); // Outputs melt data for given site.
30
        //a.dLog(7, 1, 9); // Outputs melt data peaks for given site.

        Debug.log("*****");
        Debug.log("data4.csv, primary w Man Thresh,
setNoiseSubtraction(true)");
35
        Debug.log("setBoxCarAvg(true, 3) Quantitative ");
        Debug.log("*****");
        a.dLog(3, 0, 2);
    }

40

    //////////////////////////////////////
    //////////////////////////////////////
    // Used for unit testing
    void dLog(int st, int dy, int data) {
45
        int i, s, d, c;

```

```

switch (data) {
case 0:
    // data
5    Debug.log("dLog: pOptic 7,* - Cy 0-44");

    for (i=0; i<site[st].cycle; i++)
        Debug.log(" " + site[st].dye[0].pOptic[i] +
10            " " + site[st].dye[1].pOptic[i] +
            " " + site[st].dye[2].pOptic[i] +
            " " + site[st].dye[3].pOptic[i] );
        break;

    case 1:
        // thresh Limits, Cycle Numbers
15    for (s=0; s<numSites; s++)
        for (d=0; d<MAX_DYES; d++)
            Debug.log("Site " + s +
                " Dye " + d +
                " Thresh " + getTLimit(s, d) +
20                " Cycle " + getTCycle(s, d) );
            break;

        // Prints raw + 2d data for st, dy
        case 2:
25    for (c=0; c<site[st].cycle; c++)
        Debug.log("Site " + st +
            " Dye " + dy +
            " Cycle " + c +
            " raw data " + site[st].dye[dy].rOptic[c] +
30            " data " + site[st].dye[dy].pOptic[c] +
            " 2D " + site[st].dye[dy].d2pOptic[c] );
        break;

        // Prints dy channel TCycles and TLimits
        case 3:
35    for (s=0; s<numSites; s++)
        Debug.log("Site " + s +
            " Dye " + dy +
            " Thresh Cycle " + getTCycle(s, dy) +
40            " Thresh Limit " + getTLimit(s, dy)
            );
        break;

        // Prints dy channel TCycles and TLimits and QI Results
        case 4:
45    for (s=0; s<numSites; s++)

```

```

5         Debug.log("Site " + s +
            " Dye " + dy +
            " Thresh Cycle " + getTCycle(s, dy) +
            " Thresh Limit " + getTLimit(s, dy) +
            " Result " + getQLResult(s, dy)
        );
        break;

10        // Prints dy channel TCycles and Qn Results
        // for dye at all sites
        case 5:
        for (s=0; s<numSites; s++)
            if (useQIC) {
15                Debug.log("Site " + s +
                    " Dye " + dy +
                    " QIC Thresh Cycle " + getQICTCycle(s, dy) +
                    " Result " + getQTRResult(s, dy)
                );
            }
20            else {
                Debug.log("Site " + s +
                    " Dye " + dy +
                    " Thresh Cycle " + getTCycle(s, dy) +
                    " Result " + getQTRResult(s, dy)
25                );
            }
            break;

        case 6:
30        for (c=0; c<qtArr[0].length; c++)
            Debug.log(" qtArr[0] Len " + qtArr[0].length + " conc " +
                qtArr[0][c].conc + " Avg cy " + qtArr[0][c].avgTCycle);
            break;

35        // Prints dy channel TCycles and TLimits + QIC
        case 7:
        for (s=0; s<numSites; s++) {
            for (dy=0; dy<4; dy++) {
40                Debug.log("Site " + s +
                    " Dye " + dy +
                    " Thresh Cycle " + getTCycle(s, dy) +
                    " QIC Thresh Cycle " + getQICTCycle(s, dy) +
                    " Thresh Limit " + getTLimit(s, dy)
45                );
            }
        }

```

```

        break;

        // Prints melt for given site
        case 8:
5       for (c=0; c<site[st].cycle; c++) {
            Debug.log("Site " + st +
                " sec " + c +
                " mOptic " + site[st].mOptic.get(c) +
                " d1mOptic " + site[st].d1mOptic.get(c) +
10         " Temp " + site[st].mTemp.get(c)
            );
        }
        break;

15     // Prints melt Peaks for given site
        case 9:
        for (c=0; c<site[st].getMeltPeakCount(); c++){
            Debug.log("Site " + st +
                " MeltPoint " + c +
20         " d1peak " + site[st].mPeaks[c].d1Peak +
                " temp " + getMeltTemp(st, c)
            );
        }
        break;
25     }
    }
}

```

```

// //////////////////////////////////////
// Least Squares Fit. Takes an array of points (x,y pairs) and calculates
// the slope and offset using the 'Least Squares Fit' method.
// //////////////////////////////////////

5  class LeastSquares {

    double sumX = 0.;
    double sumY = 0.;
    double sumXY = 0.;
10  double sumOfXSq = 0.;
    double sumXSquared = 0.;
    int arrayLen = 0;
    double slope = 0.;

15  LeastSquares() {};

    // Used for quantation.
    LeastSquares(Analysis.StdElement a[], int d) {

20      arrayLen = a.length;

        for(int i = 0; i < arrayLen; i++) {
            sumX += a[i].avgTCycle;
            sumY += a[i].conc;
25      sumXY += a[i].avgTCycle * a[i].conc;
            sumOfXSq += a[i].avgTCycle * a[i].avgTCycle;
        };
        sumXSquared = sumX * sumX;
    };

30

    // Used for removing background noise

```

```
LeastSquares(float optic[], int start, int end) {
```

```
    arrayLen = end - start + 1;
```

```
5    for(int i = start; i < end+1; i++) {
```

```
        sumX += i;
```

```
        sumY += optic[i];
```

```
        sumXY += i * optic[i];
```

```
        sumOfXSq += i * i;
```

```
10    }
```

```
    sumXSquared = sumX * sumX;
```

```
};
```

```
double getSlope() {
```

```
15    if(Math.abs(sumOfXSq - sumXSquared / arrayLen) > 10E-10) {
```

```
        slope = (sumXY - (sumY * sumX / arrayLen)) /
```

```
                (sumOfXSq - (sumXSquared / arrayLen));
```

```
    }
```

```
    else {
```

```
20        slope = 0.;
```

```
    }
```

```
    return slope;
```

```
}
```

```
25 double getOffset(){
```

```
    return (sumY / arrayLen) - (slope * sumX / arrayLen);
```

```
}
```

```
}
```

```

// //////////////////////////////////////
// This object takes 2 points (x,y) pairs and calculates the slope and
// offset. It returns the unknown (either x or y) using the equation
// y = mx + b.
5 // //////////////////////////////////////

class LinearFit {

    double m;
    double b;

10    LinearFit() {};

    LinearFit(int x1, double y1, int x2, double y2) {
        m = 0.;
15        b = 0.;

        if((x1 - x2) != 0) {
            m = (y1 - y2) / (x1 - x2);
            b = y1 - m * x1;
20        }
    }

    LinearFit(float x1, double y1, float x2, double y2) {
        m = 0.;
25        b = 0.;

        if((x1 - x2) != 0) {
            m = (y1 - y2) / (x1 - x2);
            b = y1 - m * x1;
30        }
    }
}

```

```

float fitX(float x) {
    return (float) (m * x + b);
}

5
float fitY(float y) {
    if(m != 0) {
        return (float) ((y - b) / m);
    }
10    else {
        return 0;
    }
    }
15
}

```



```

// //////////////////////////////////////
// Determines the Peak and Cycle for the second derivative. It takes 3
// points (x,y pairs) and fits a line of the 2nd order through all three
// points. peak(y) is optic and cycle(x) is the PCR Cycle number.
5 // //////////////////////////////////////
class PeakFinder {

    float peak;
    float cycle;
10 double d0, d1, d2, d3;
    double r1, r2, r3;

    PeakFinder () {};

15 PeakFinder(float x1, float y1, float x2, float y2, float x3, float y3) {
    d0 = det((x1 * x1), x1, 1, (x2 * x2), x2, 1, (x3 * x3), x3, 1);

    d1 = det(y1, x1, 1, y2, x2, 1, y3, x3, 1);

20 d2 = det((x1 * x1), y1, 1, (x2 * x2), y2, 1, (x3 * x3), y3, 1);

    d3 = det((x1 * x1), x1, y1, (x2 * x2), x2, y2, (x3 * x3), x3, y3);

    if(d0 != 0f) {
25 r1 = d1 / d0;
    r2 = d2 / d0;
    r3 = d3 / d0;
    cycle = (float) ((-1 * r2) / (2 * r1));
    peak = (float) (r3 - (r2 * r2) / (4 * r1));
30 }
    else {

```

